

FIG. 1

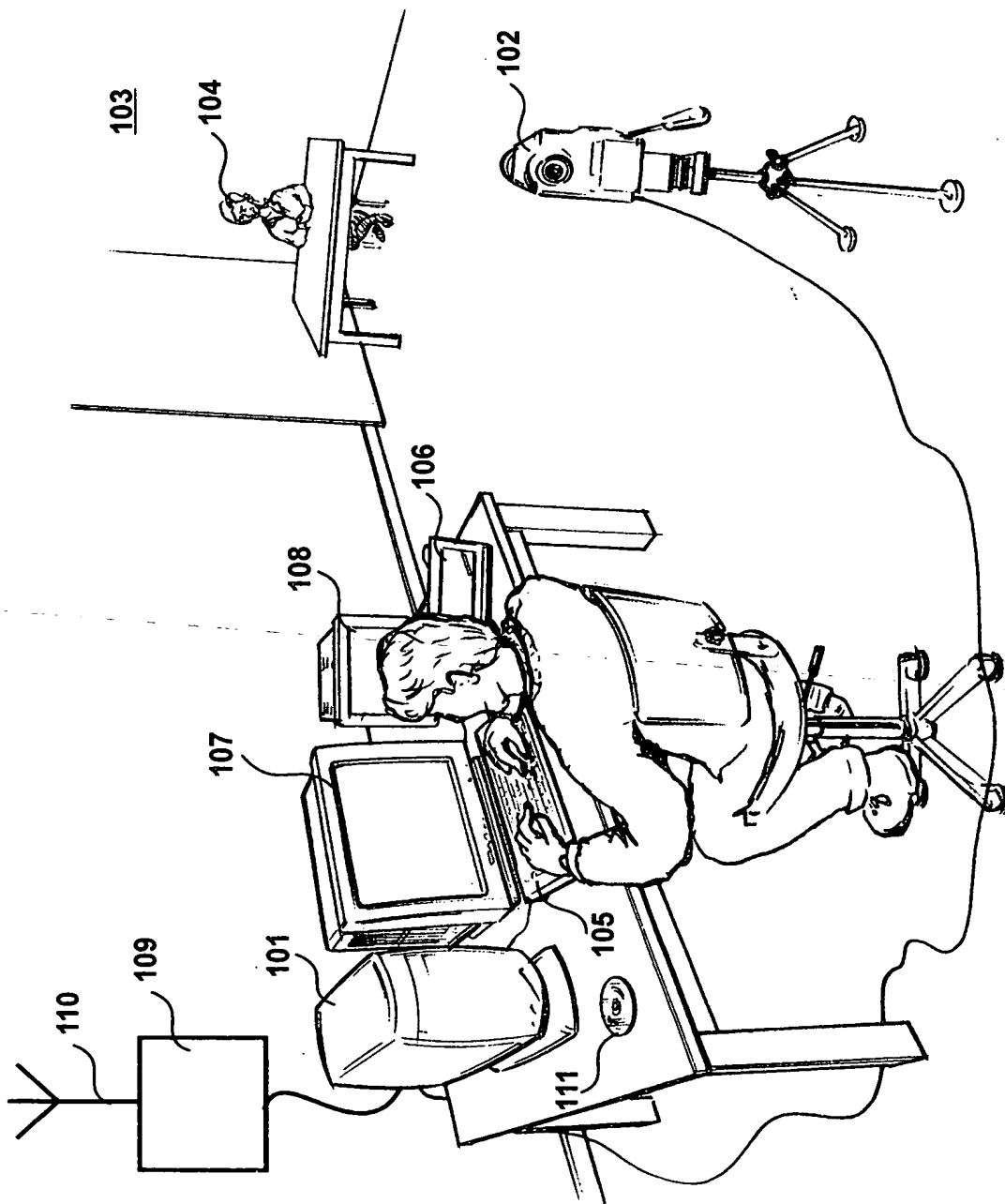
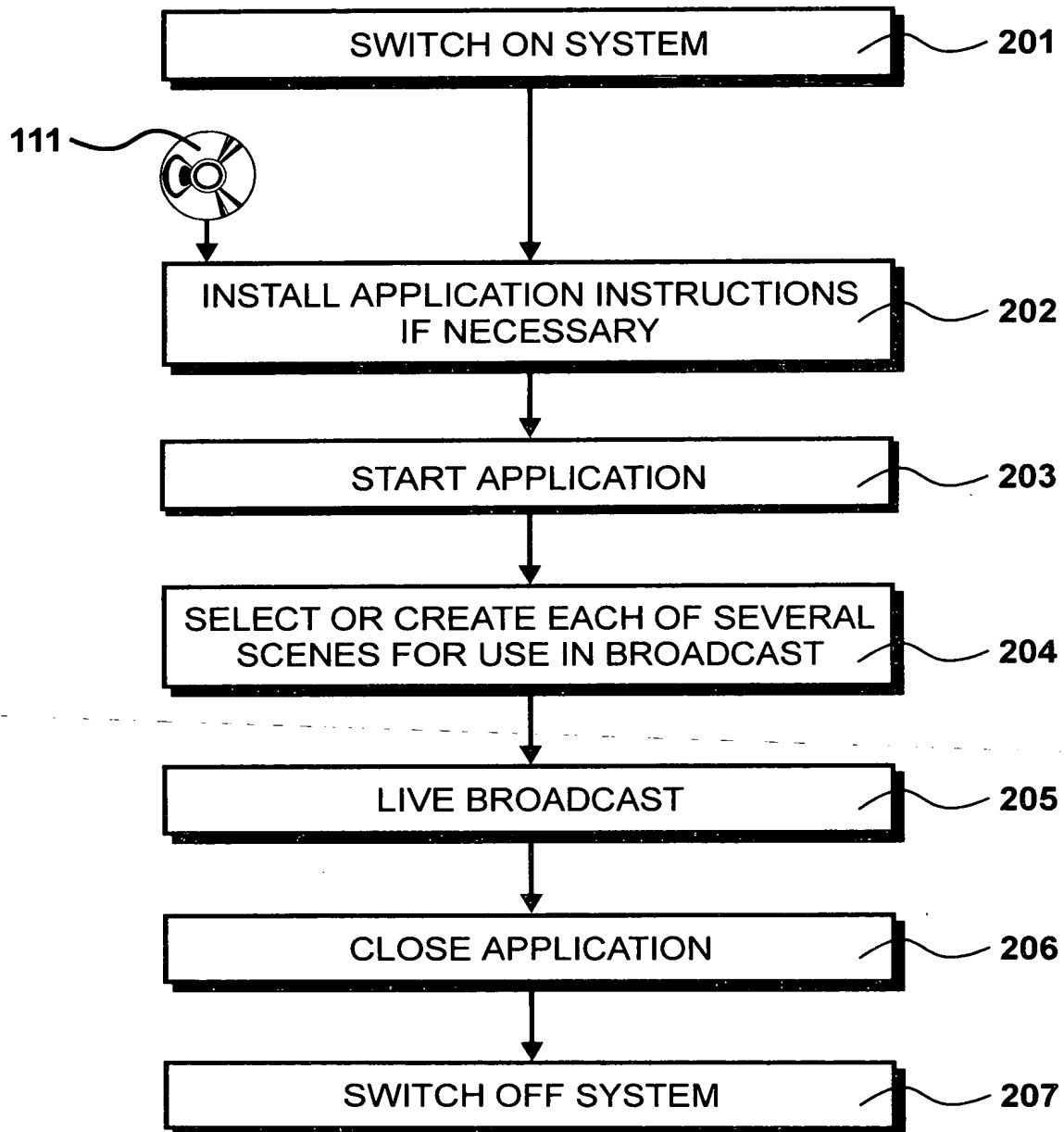


Figure 1

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*Figure 2*

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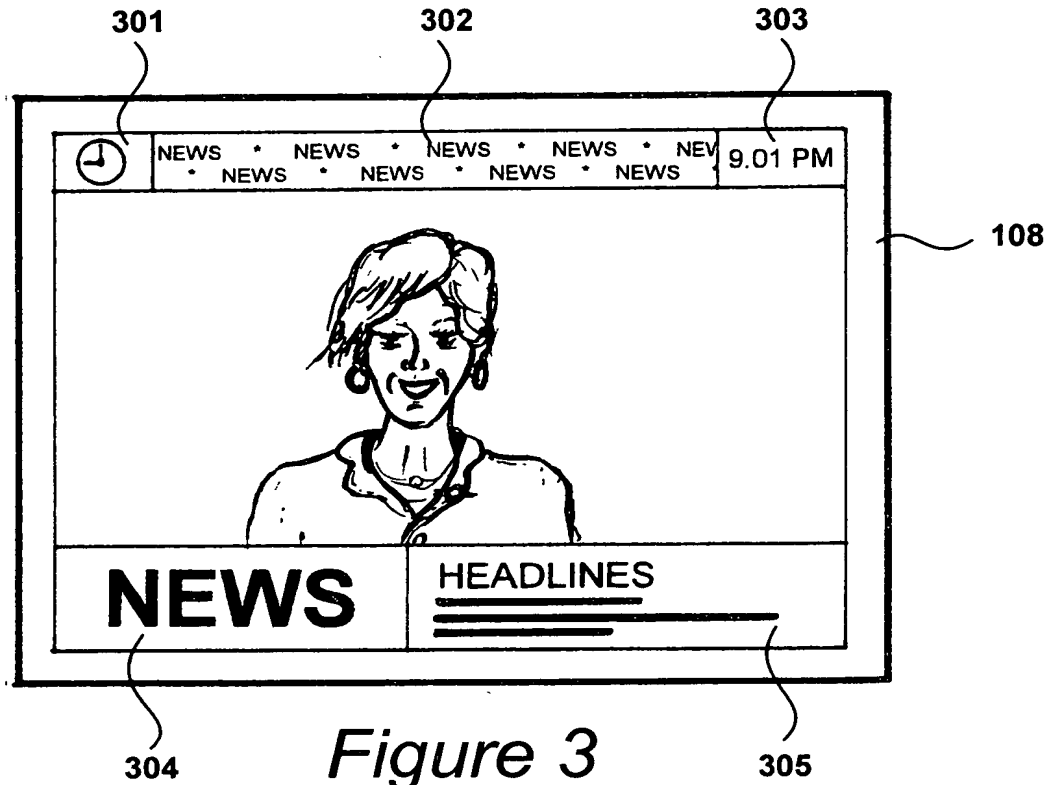


Figure 3

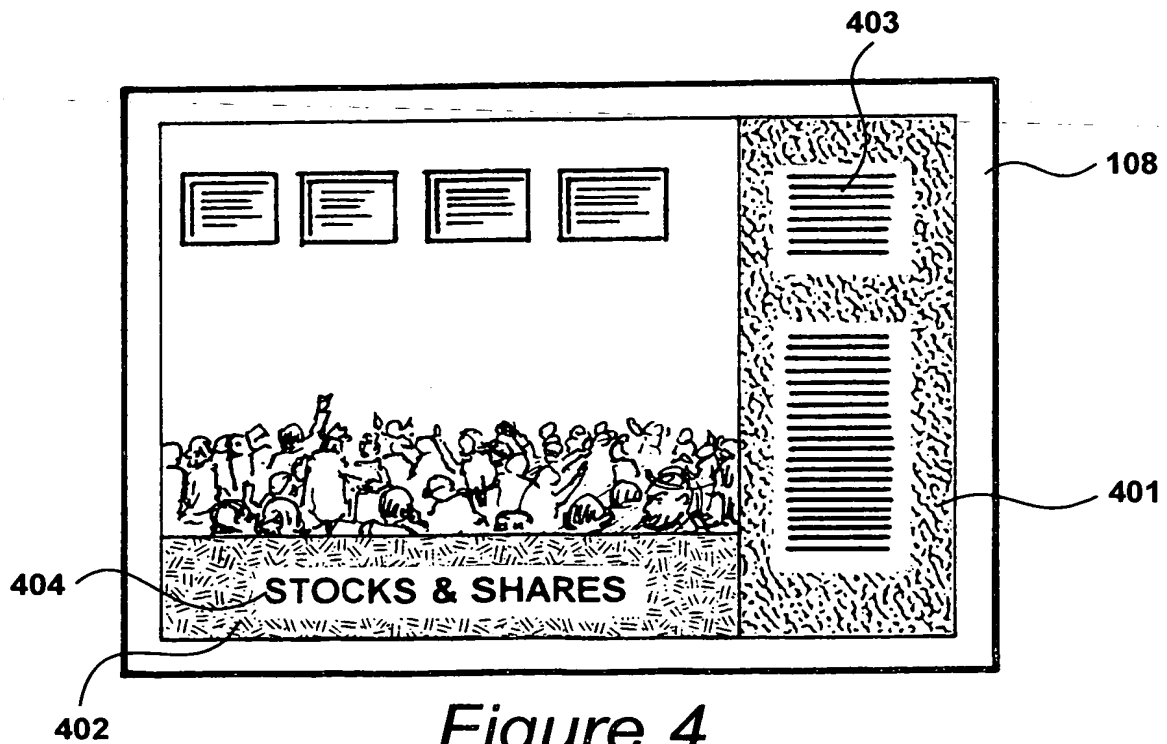


Figure 4

FIG. 3

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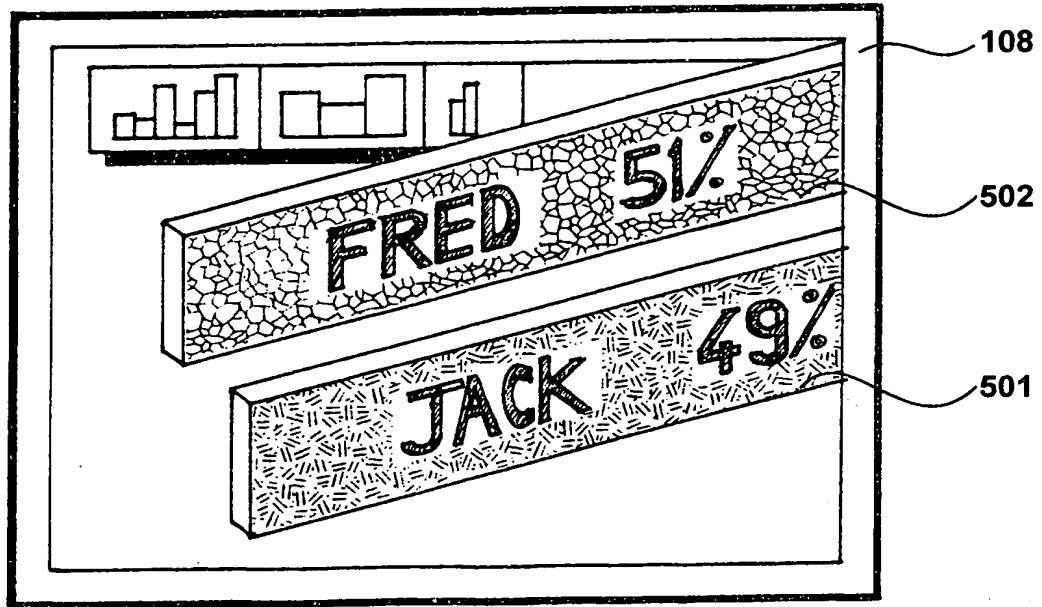


Figure 5

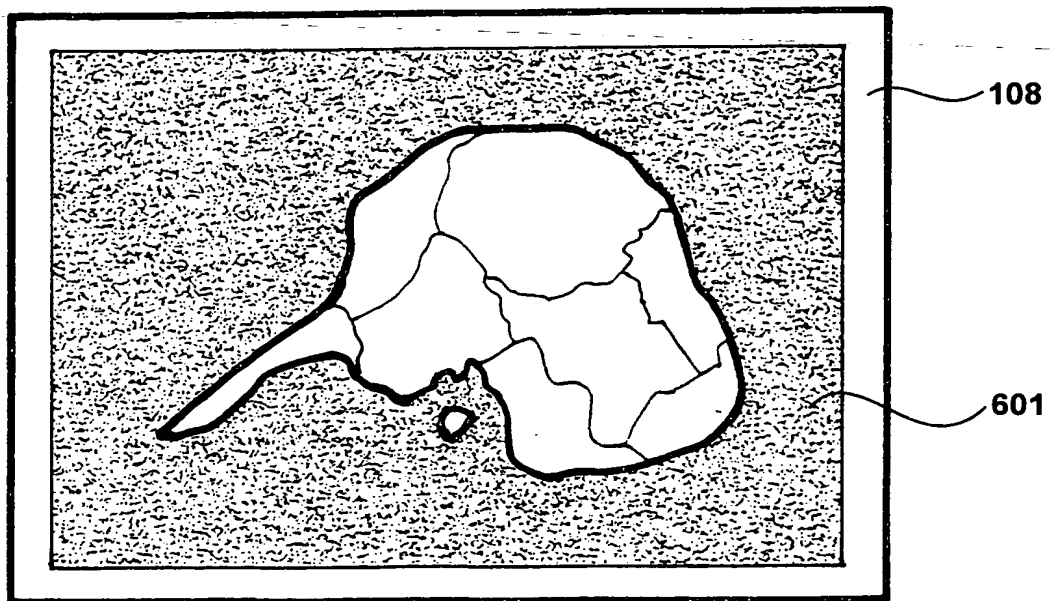


Figure 6

000412-11601  
FOI b7E b7F b7G b7H b7I b7J b7K b7L b7M b7N b7O b7P b7Q b7R b7S b7T b7U b7V b7W b7X b7Y b7Z

FIG. 7

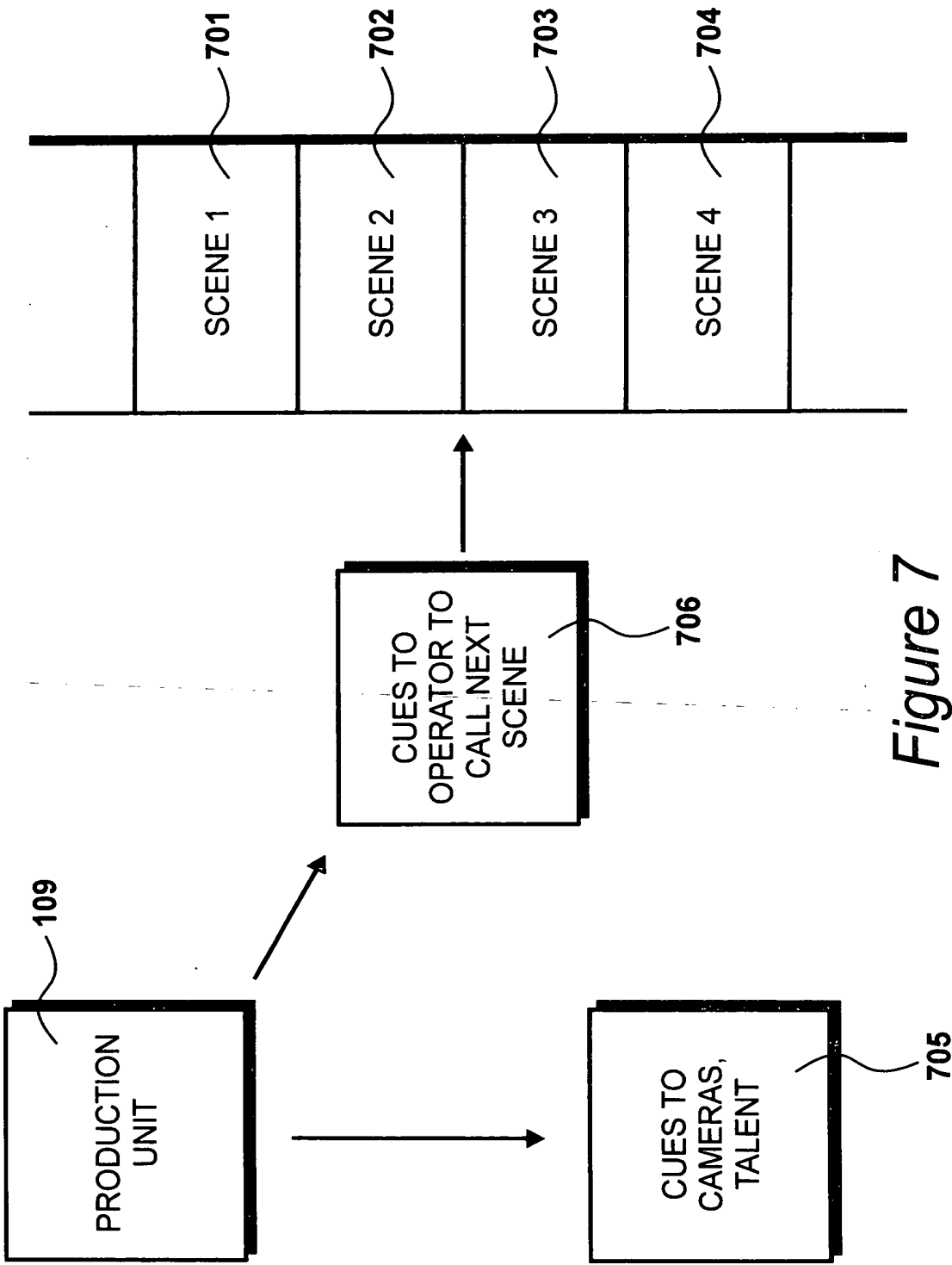


Figure 7

FIG. 8

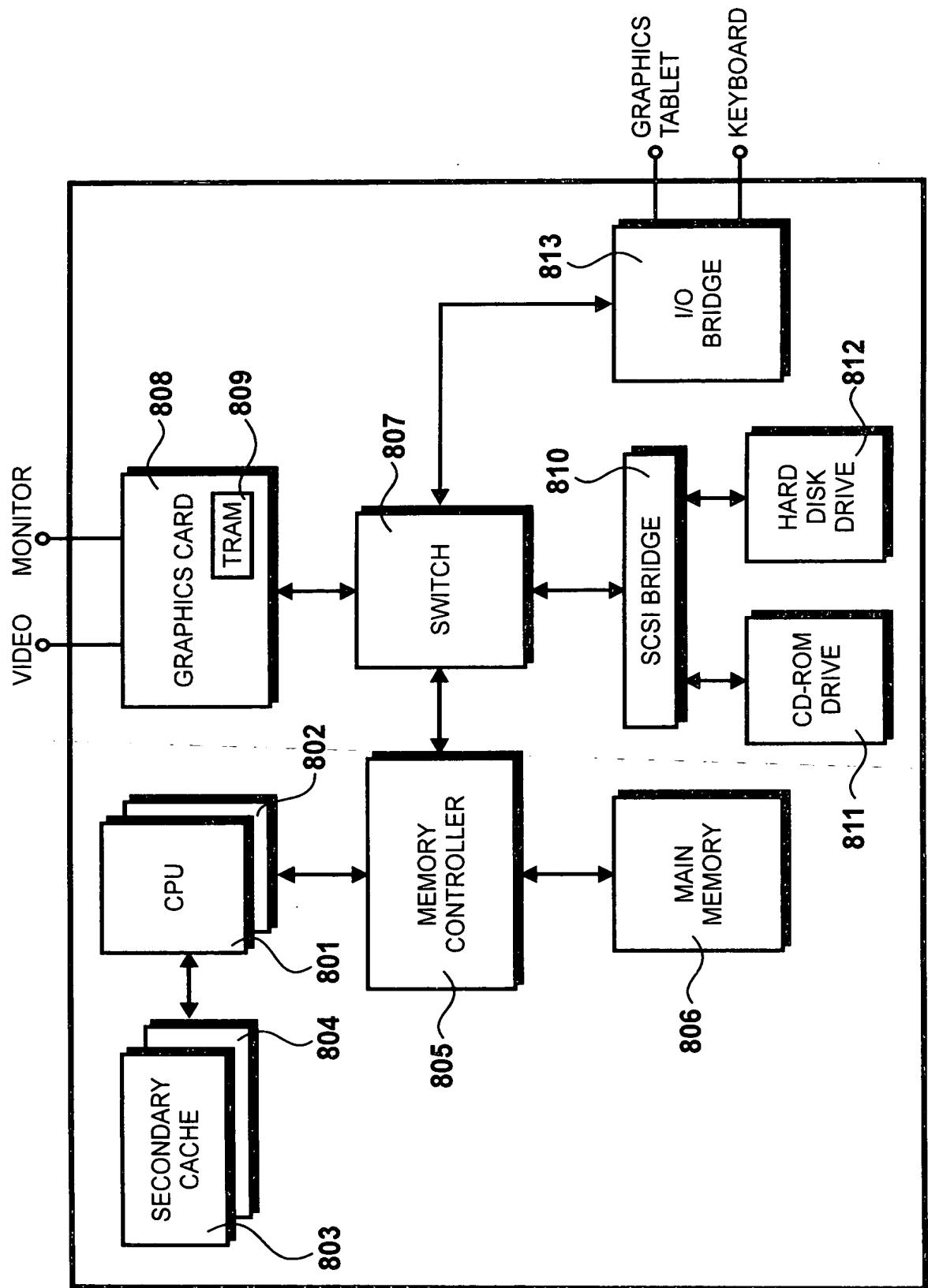


Figure 8

109211 E2146660

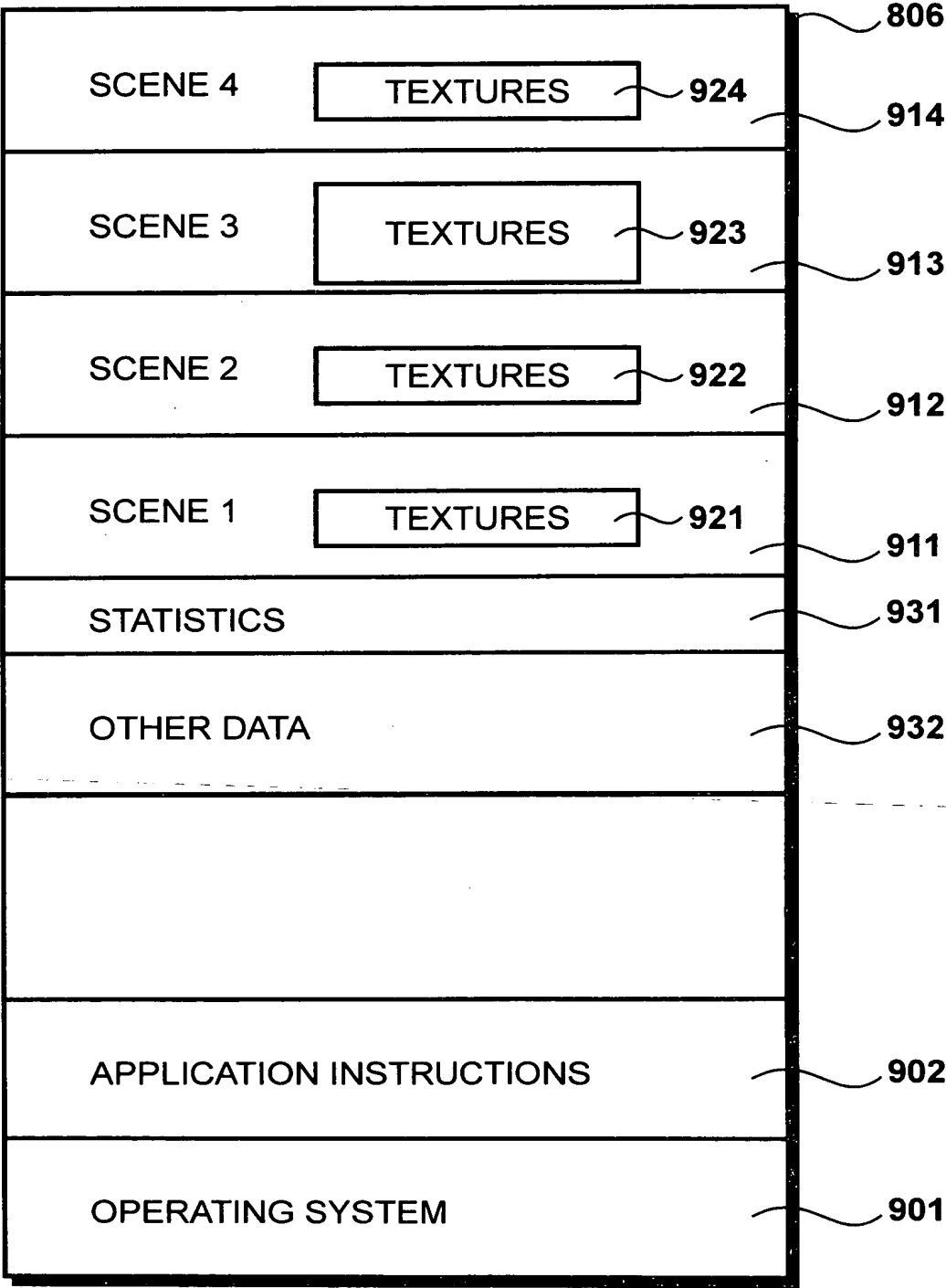
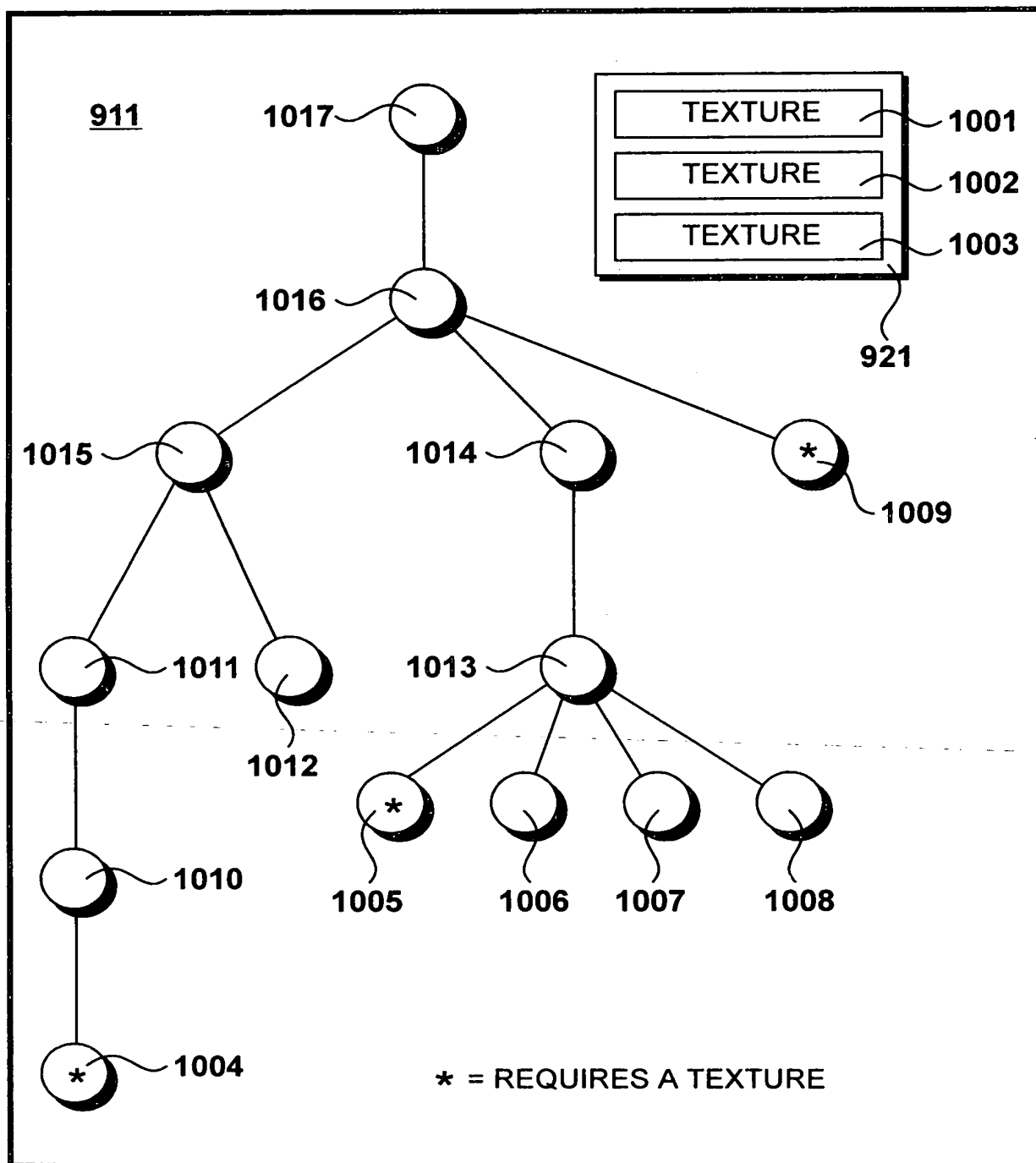


Figure 9



*Figure 10*



FIG. 11

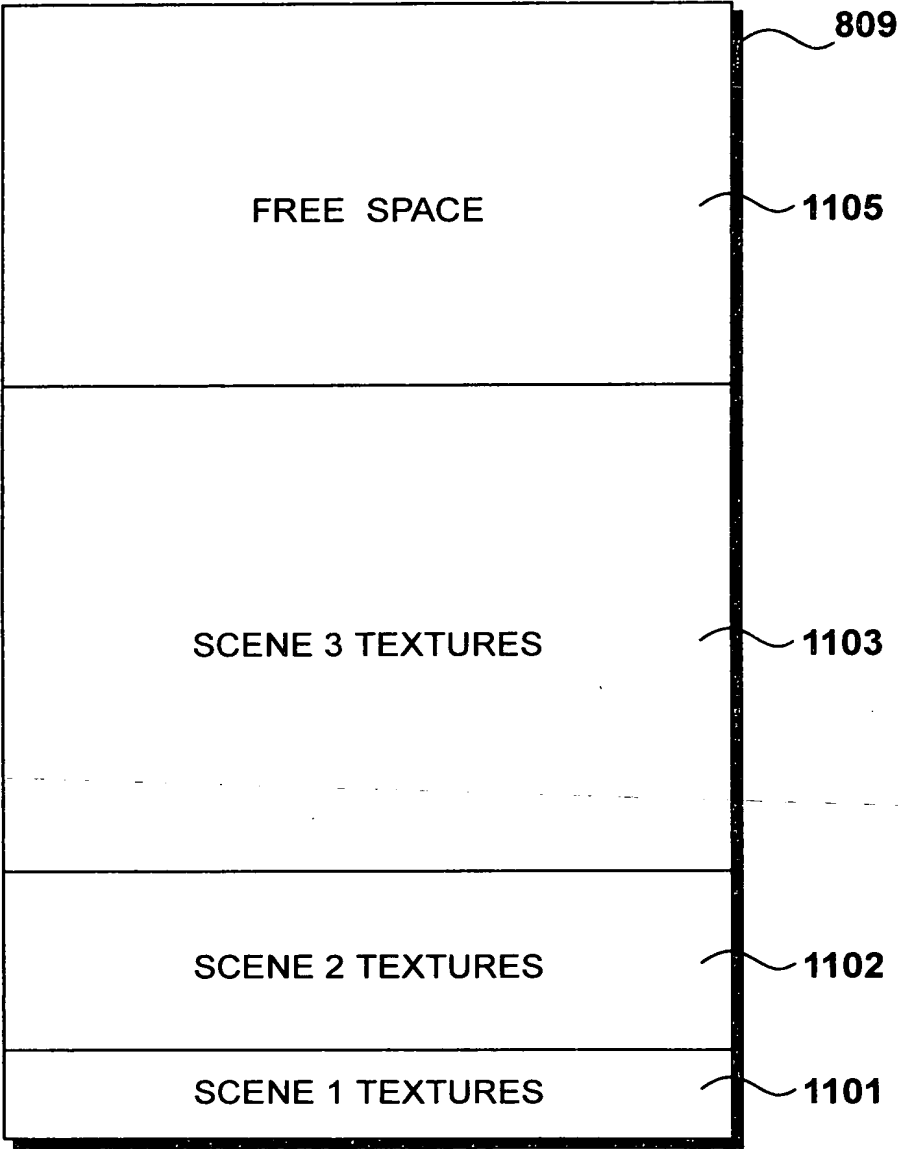


Figure 11

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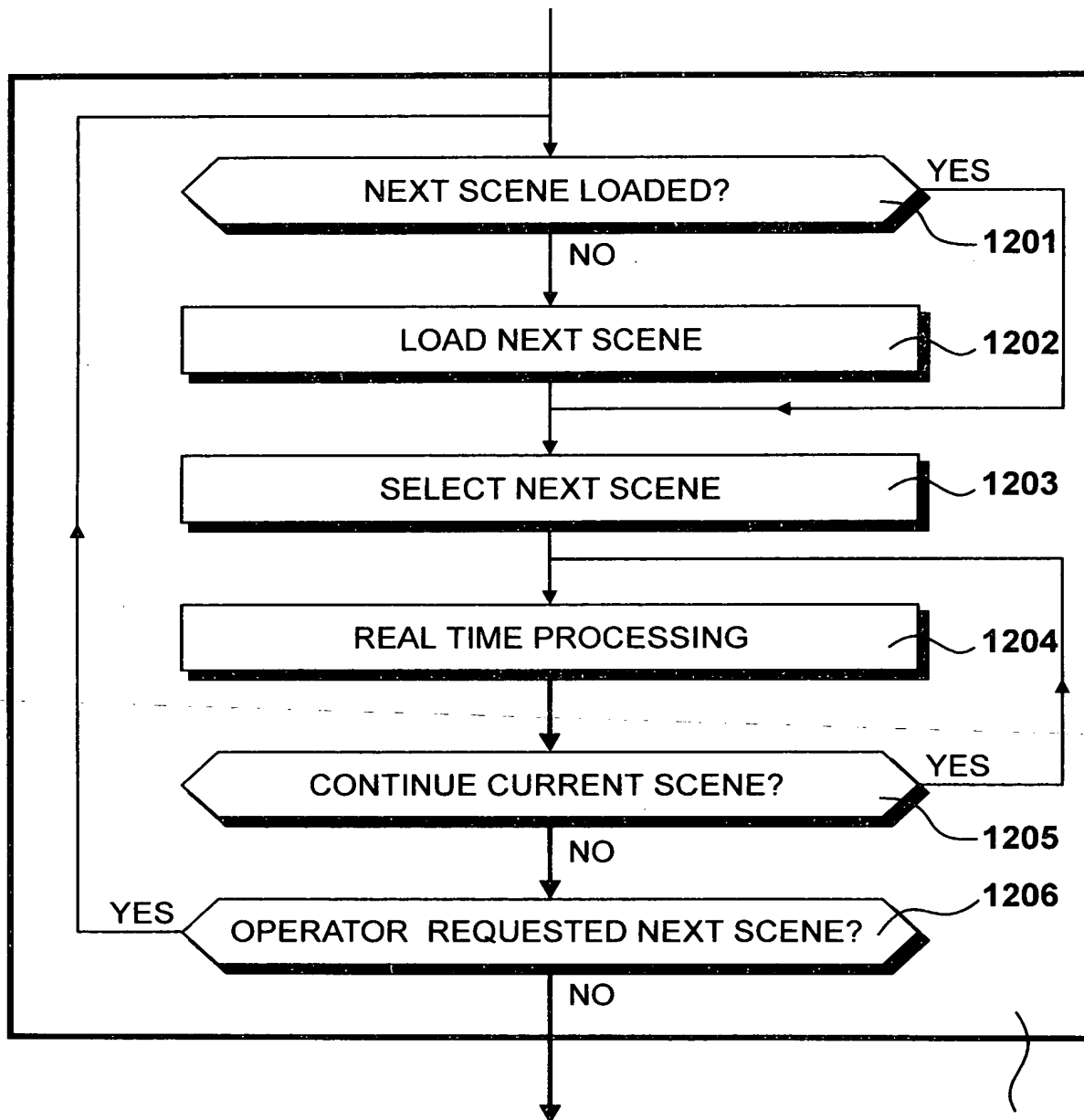


Figure 12

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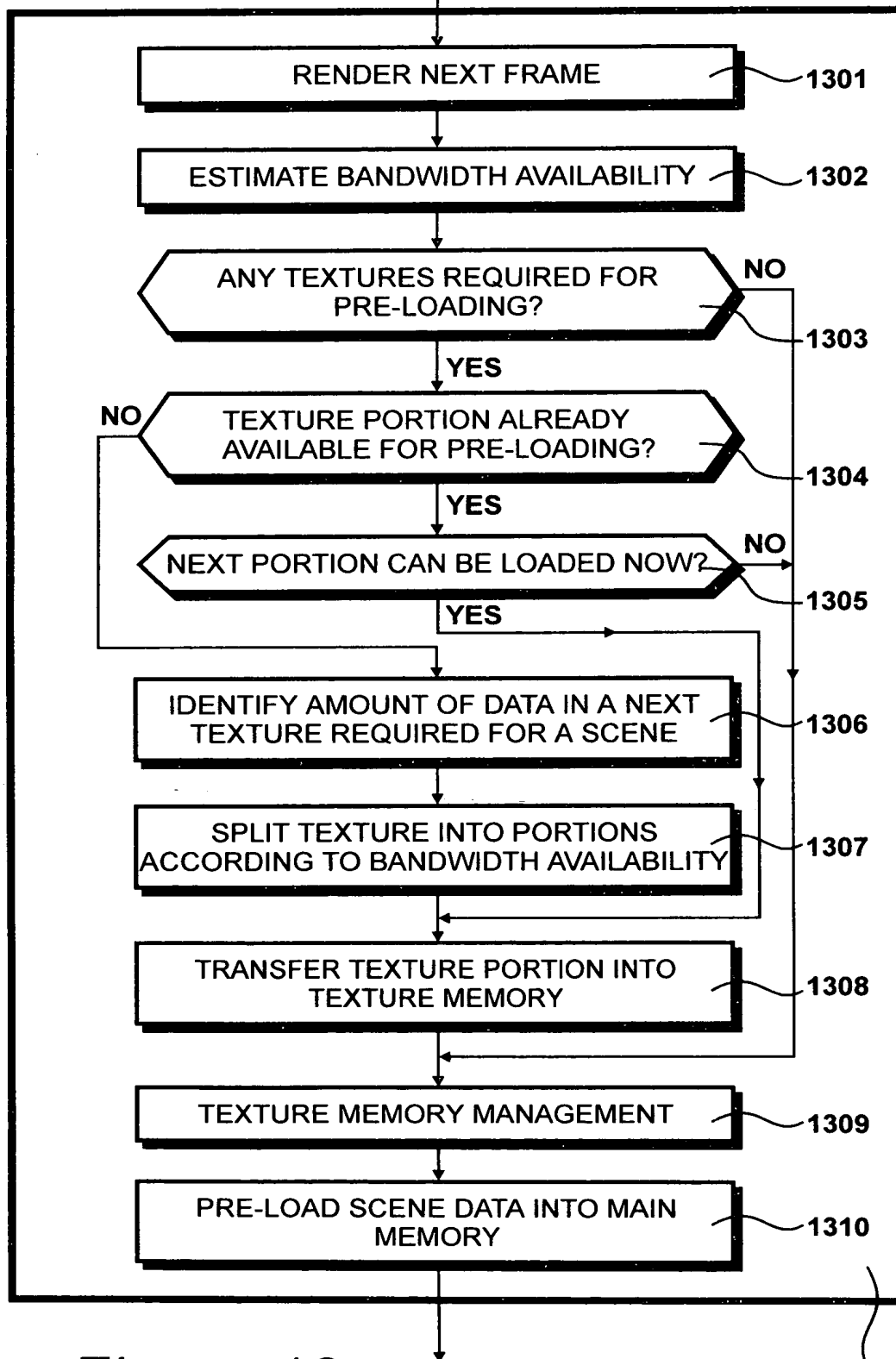


Figure 13

1204

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TOP SECRET

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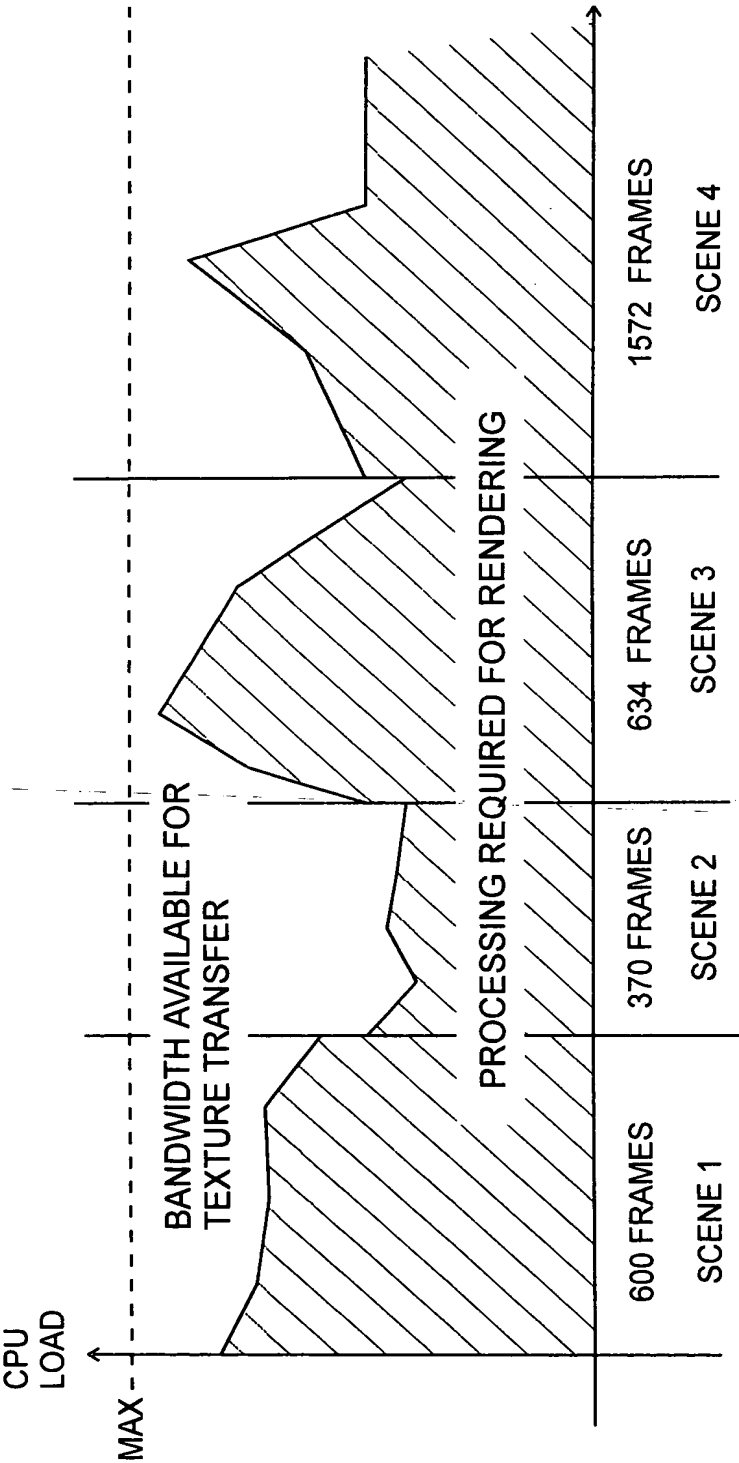
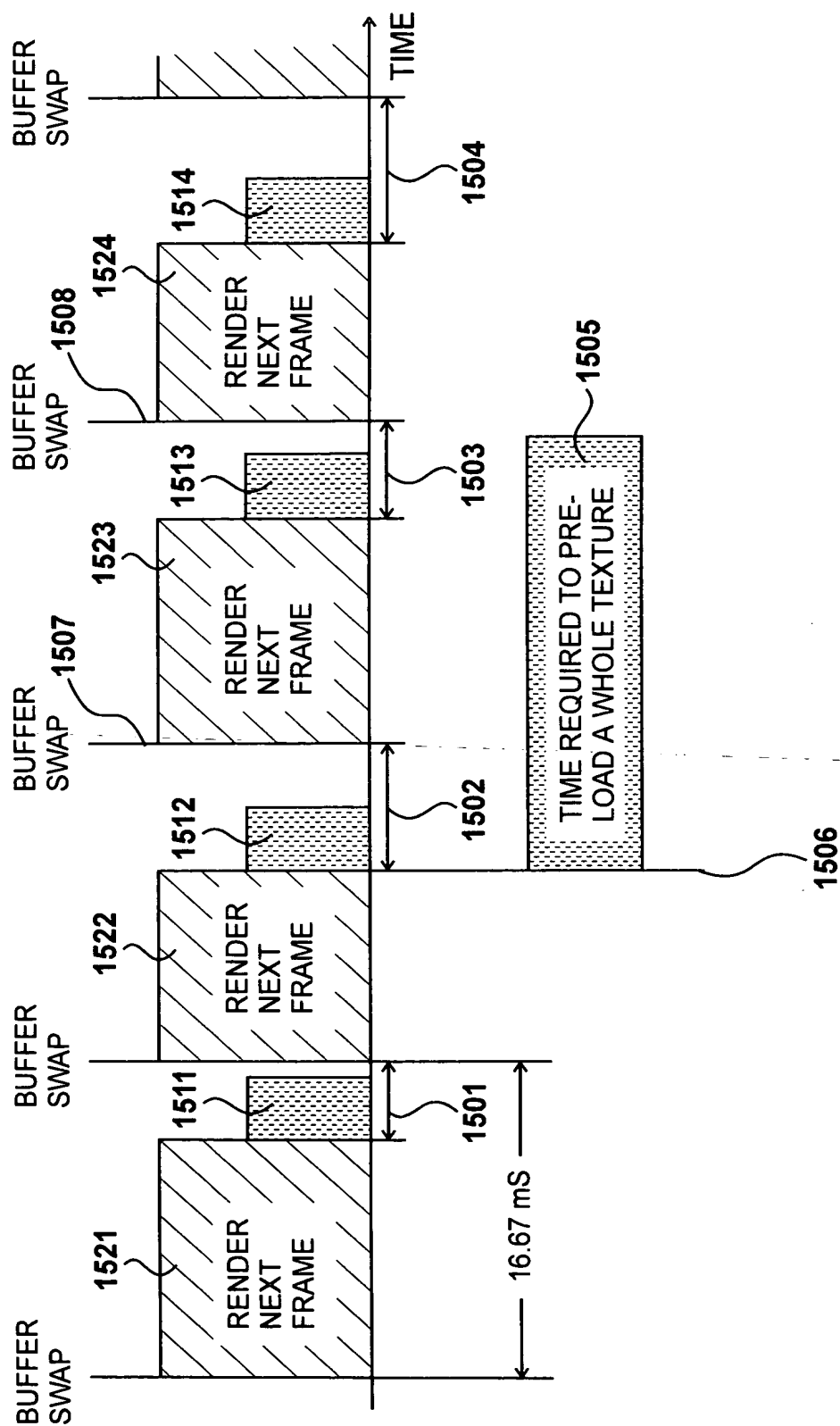


Figure 14



## Figure 15

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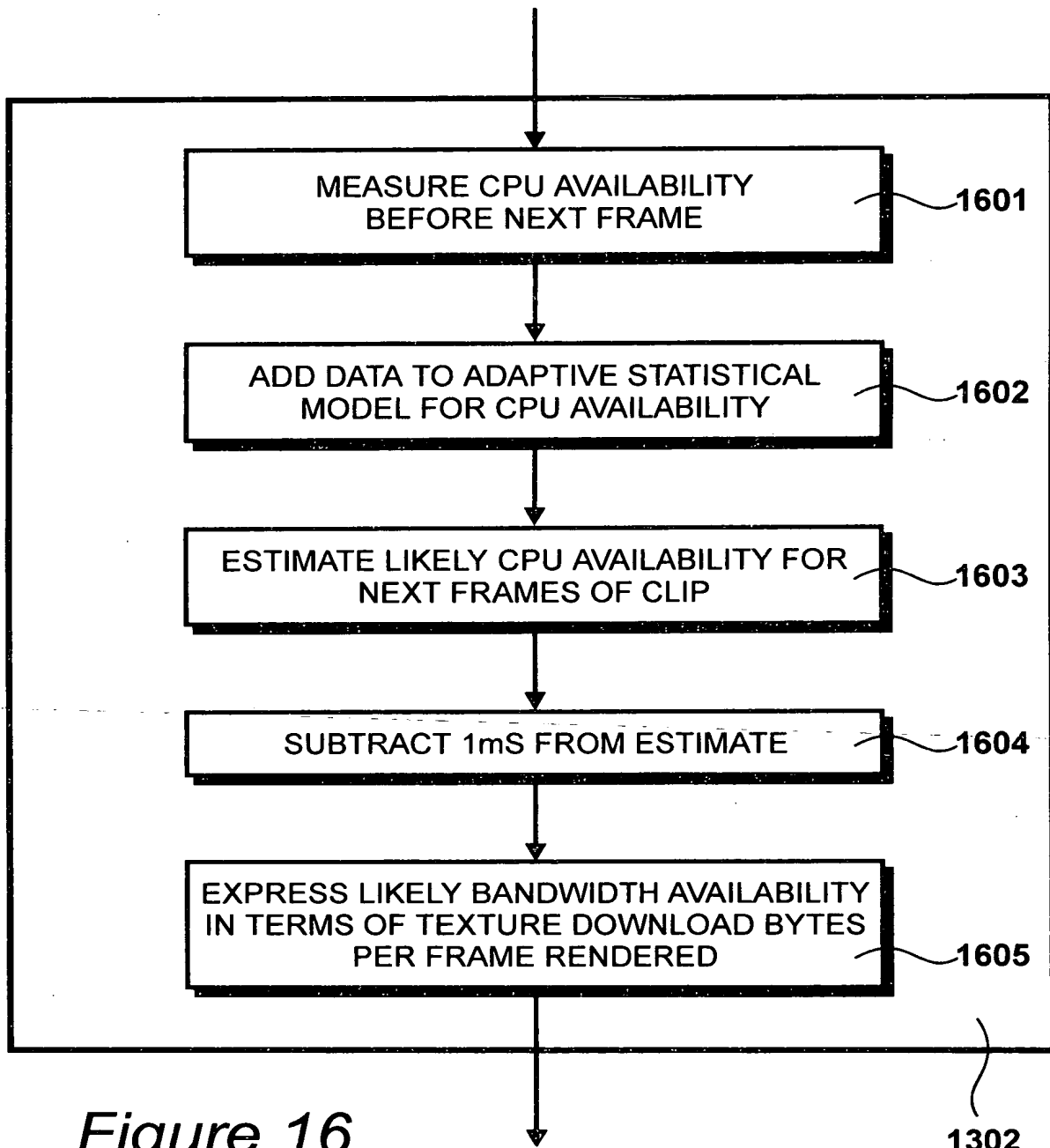


Figure 16

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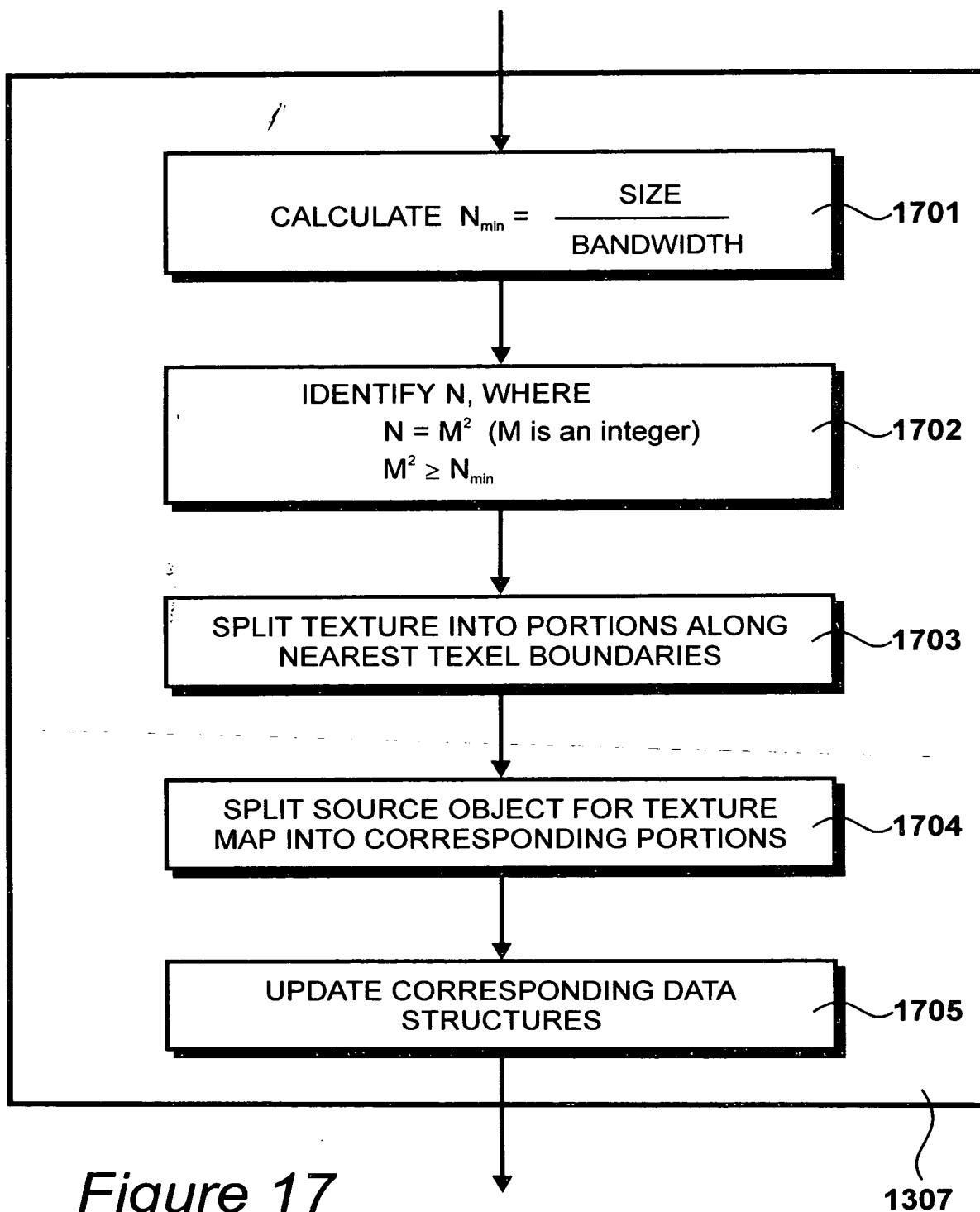


Figure 17

FIG. 18

1001

<u>1801</u>	<u>1802</u>	<u>1803</u>	<u>1804</u>
<u>1805</u>	<u>1806</u>	<u>1807</u>	<u>1808</u>
<u>1809</u>	<u>1810</u>	<u>1811</u>	<u>1812</u>
<u>1813</u>	<u>1814</u>	<u>1815</u>	<u>1816</u>

$$N_{\min} = \frac{\text{SIZE}}{\text{BANDWIDTH}}$$

where BANDWIDTH is the number of bytes that it is predicted can safely be transferred before the end of each frame, and SIZE is the number of bytes in the texture.

Figure 18



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